

WIL Connect: Connected learning for nursing and allied health professionals via a mobile app

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a university for the ^Rreal world

BACKGROUND

- Mobile devices have become increasingly important tools for learning, and are impacting on traditional methods for delivering courseware in higher education
- Connected learning using mobile devices enables learners to collaborate with peers in ways that promote deeper learning experiences which also address specific learner needs
- These trends offer exciting possibilities for enriching the 'real world' experience of nursing and allied health students through enabling multidisciplinary and/or interprofessional collaboration in the clinical context.

OUR QUESTION

In reflecting on the current trends regarding mobile technologies, and looking for opportunities to enable interprofessional peer learning, our question with WIL Connect is:

- *whether, and in what way/s, an m-Learning solution designed to facilitate interprofessional student collaboration during clinical practicums might complement the supervisory guidance being received and enhance the overall quality of student learning?*

PILOT PROJECT

The pedagogical design of the app is underpinned by principles of connected learning (Mizuko, 2013)



Accessible learning experiences which allow participation in different ways



Are linked to participatory and experiential activities



Centered around common interests which create a shared 'need to know'



Provide a means by which learners can share their work, knowledge and skills with others

PILOT PROJECT

- Functional features of the prototype app:
 - a blog-type space for posting comments, questions etc.
 - a social networking strategy for introduction to the peer community
 - information resources, eg. explanatory videos, interprofessional resource materials etc.
 - conversation triggers to stimulate dialogue
 - ePortfolio for personal reflections
- Recruitment was via in-class presentations, hard copy posters, digital media, and student volunteers
- 24 undergraduate students volunteered to participate:
 - Nursing (sixteen 3rd year students)
 - Social Work (five 4th year students)
 - Nutrition and Dietetics (three 4th year students)
- Pilot ran for a period of 6 weeks towards the end of Semester 1, 2017



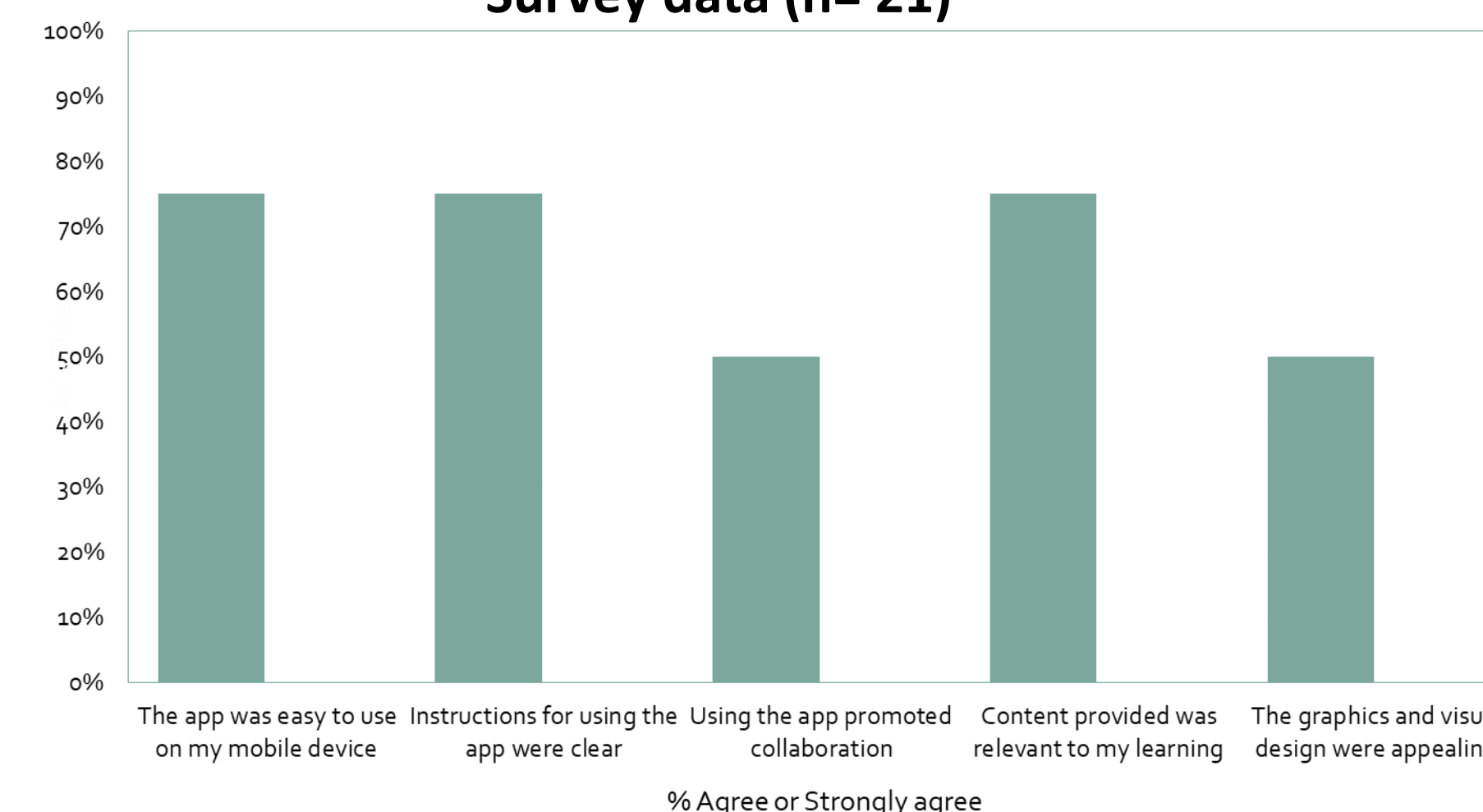
Be part of creating the interprofessional health team of the future!

Register today at: <http://bit.ly/WILConnect>



RESULTS

Survey data (n= 21)



RESULTS

Focus group data (n=5)

Four key themes:

- Could be a good learning experience
- Peers can add a valuable dimension to learning
- But...not sure what to 'talk about' with others
- Need new 'stuff' to keep interested



Text/student post analysis data (n=56)

- average 2.3 posts per student (range = 0 – 6 posts per student)
- posts typically 80-100 words in length
- written descriptively – a strong 'telling' focus
- majority of posts recounted a situation encountered within the context of *own* profession - very little 'deeper insights' or interprofessional 'interactivity' between participants

"I have just completed my CP4 Mental Health rotation and it was awesome.... I was lucky enough to see some electro shock treatment and I watched the progress and change in mood of this particular consumer. She started off the two weeks very depressed and teary, anxious about everything. Today she came back from ECT, and instead of sleeping the day away, she was happy and bright and mingling with her co consumers. The change in her is amazing, so nice to see the improvement in her. the two weeks".

CONCLUSIONS

- Mobile learning offers a contemporary genre for enriching students learning experiences
- Curriculum 'fit' is important to provide context and scaffolding, especially in relation to interprofessional learning
- Amount and type of app content / functionality are key design issues

Reference

Mizuko, I., Gutiérrez, K., Livingstone, S., Penuel, B., Rhodes, J., Salen, K., Schor, J., Sefton-Green, J., Watkins, S. (2013). *Connected Learning: An Agenda for Research and Design*. Irvine, CA: Digital Media and Learning Research Hub.